

Variable	Mean	SD	Min	Max
Age	34.5	10.2	21	55
Gender	0.5	0.5	0	1
Marital status	0.6	0.5	0	1
Education	12.5	1.5	9	16
Income	1500	500	500	3000
Health status	0.8	0.2	0	1
Smoking status	0.3	0.5	0	1
Alcohol consumption	0.2	0.4	0	1
Exercise frequency	0.5	0.5	0	1
Stress level	0.7	0.3	0	1
Sleep quality	0.6	0.4	0	1
Work satisfaction	0.5	0.5	0	1
Life satisfaction	0.6	0.4	0	1
Overall health	0.7	0.3	0	1
Physical activity	0.4	0.5	0	1
Mental health	0.6	0.4	0	1
Social support	0.5	0.5	0	1
Work-life balance	0.5	0.5	0	1
Financial stability	0.6	0.4	0	1
Family harmony	0.7	0.3	0	1
Personal growth	0.6	0.4	0	1
Community involvement	0.5	0.5	0	1
Environmental awareness	0.6	0.4	0	1
Cultural appreciation	0.7	0.3	0	1
Artistic expression	0.5	0.5	0	1
Volunteer work	0.4	0.5	0	1
Charitable contributions	0.3	0.4	0	1
Philanthropic activities	0.2	0.3	0	1
Leadership roles	0.4	0.5	0	1
Networking efforts	0.5	0.5	0	1
Professional development	0.6	0.4	0	1
Continuous learning	0.7	0.3	0	1
Adaptability	0.6	0.4	0	1
Resilience	0.7	0.3	0	1
Optimism	0.6	0.4	0	1
Gratitude	0.7	0.3	0	1
Forgiveness	0.6	0.4	0	1
Empathy	0.7	0.3	0	1
Compassion	0.6	0.4	0	1
Kindness	0.7	0.3	0	1
Generosity	0.6	0.4	0	1
Humility	0.7	0.3	0	1
Patience	0.6	0.4	0	1
Perseverance	0.7	0.3	0	1
Determination	0.6	0.4	0	1
Confidence	0.7	0.3	0	1
Self-esteem	0.6	0.4	0	1
Self-love	0.7	0.3	0	1
Self-respect	0.6	0.4	0	1
Self-discipline	0.7	0.3	0	1
Self-control	0.6	0.4	0	1
Self-awareness	0.7	0.3	0	1
Self-reflection	0.6	0.4	0	1
Self-improvement	0.7	0.3	0	1
Personal goals	0.6	0.4	0	1
Life goals	0.7	0.3	0	1
Career goals	0.6	0.4	0	1
Financial goals	0.7	0.3	0	1
Relationship goals	0.6	0.4	0	1
Health goals	0.7	0.3	0	1
Education goals	0.6	0.4	0	1
Personal growth goals	0.7	0.3	0	1
Community goals	0.6	0.4	0	1
Environmental goals	0.7	0.3	0	1
Cultural goals	0.6	0.4	0	1
Artistic goals	0.7	0.3	0	1
Volunteer goals	0.6	0.4	0	1
Charitable goals	0.7	0.3	0	1
Philanthropic goals	0.6	0.4	0	1
Leadership goals	0.7	0.3	0	1
Networking goals	0.6	0.4	0	1
Professional goals	0.7	0.3	0	1
Continuous learning goals	0.6	0.4	0	1
Adaptability goals	0.7	0.3	0	1
Resilience goals	0.6	0.4	0	1
Optimism goals	0.7	0.3	0	1
Gratitude goals	0.6	0.4	0	1
Forgiveness goals	0.7	0.3	0	1
Empathy goals	0.6	0.4	0	1
Compassion goals	0.7	0.3	0	1
Kindness goals	0.6	0.4	0	1
Generosity goals	0.7	0.3	0	1
Humility goals	0.6	0.4	0	1
Patience goals	0.7	0.3	0	1
Perseverance goals	0.6	0.4	0</	

The present invention enables to easily perform a graphic processing even when a touch panel is used. When a resistance film unit is pressed with a pen or a finger, output voltages associated with the X coordinate and the Y coordinate position are changed and these output voltages are transmitted as the X coordinate data and the Y coordinate data to a touch panel driver. According to the output from the resistance film unit, the touch panel driver generates an event for supply to a GUI handler. The touch panel driver includes a two-point specification detector which detects two point specifications and causes to calculate coordinates of the two points. The GUI handler generates a message corresponding to the GUI according to the event and supplies the message to an application. The GUI handler includes a processing mode modification block which differently interprets the event when a single point is specified and when two points are specified, thereby modifying the graphic processing mode.